LEGO
OPUS

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Introduction

LEGO Opus is a new and exciting expansion to the vast and varied world of LEGO Dimensions. This being the case LEGO Opus brings brand new and never seen before IPS into the mix for the first time in a LEGO title.

The above IP's are split up into various packs that provide content from just characters up to mini-game experiences that contain up to 5 levels each. These packs are called Fun, Team, Level, and Story packs.

Pack Types

Story Packs

A Story pack is a new product for LEGO Opus, each Battle pack contains:

- 1` Mini-fig with character tag.
- 1 Unique and themed LEGO gateway build.
- Access to a bespoke 10 level story campaign.
- Access to a Battle arena, custom to that set.
- Access to the HUB world and story specific puzzles which unlock levels.

Ghostbusters: Battle pack

Mini-figs:

- Abby (Good).

Gateway Build

- Ghostbusters office.

Campaign

- 10 level campaign that covers the events in the film.

Battle arena

- Ghostbusters Office.

Level Packs

Level packs will follow the exact same formula as in LEGO Dimensions. Level pack will consist of

- 1 Mini-fig
- 2 Bespoke themed Tag items.
- 1 bespoke level themed to the pack.

An example of this would be:

Adventure Time Level Pack.

The adventure time pack will consist of the following materials.

Mini-fig

- Finn

Tag Items

- Jackmobile
- BMO

Level

- A specific episode of Adventure time that contains a single story.

Team Packs

Team packs also follow the same formula as Dimensions. These consist of the following play materials.

- 2 Mini-figs.
- 2 Tag items

A specific example of a team pack would be the following:

Harry Potter Team Pack

The Harry Potter team pack will consist of the following play materials:

Mini-fig

- Ron
- Hermione

Tag Items

- Flying Car

- Hogwarts Express

Fun Packs

Fun Packs follow the same formula as those seen in the release of LEGO Dimensions. Fun Packs consist of the following play materials.

- 1 Mini-fig
- 1 Tag item

An example of a fun pack is the following.

A-Team Fun Pack.

The A-Team Fun pack will consist of the following play materials:

Mini-fig

- Mr T.

Tag Items

- A-Team Van.

Battle mode.

For the very first time in a LEGO game we wish to support a 4 player battle mode that can not only be played in multi-player but can also be played in solo play against the AI. This is essentially adding a completely new and exciting game mode to LEOG Opus.
To Access the battle mode the players must locate the battle portal placed within the relevant adventure worlds. Each HUB world will have a battle arena.
Alternatively the Battle arenas can also be accessed via the battle computer in Vorton. Upon accessing the battle portal the player will be given the set-up options.

Setting up a battle.

To set up a battle the player must use the battle lobby, this should be a very option light menu that we keep as simple as possible.

Firstly the player needs to select what kind of mode they wish to play

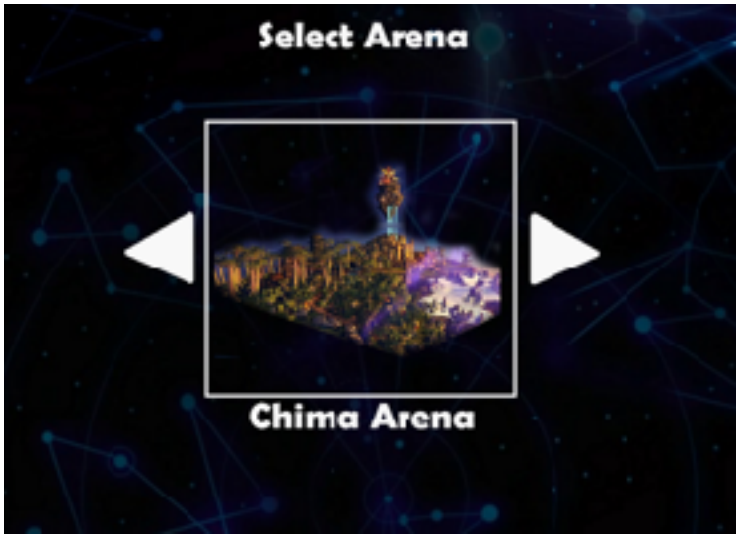
Single Battle mode walkthrough.

- The player can select what team set-up they want by scrolling through the flags and assigning themselves a team. In the example above there is only one player.
- Once the player has selected a team they can then assign a character. A side of the portal will flash the color of the team selected and will display the icon of the character placed. Complete team will then appear.

- Upon completing the team, the team selection should also show that character.

- If player two wishes to be on the blue team they can select the same flag etc.
- We will need to checks to make sure valid teams are all selected (everyone picking the same team would be invalid for example)
- We would need checks to tell players that vehicles are not valid characters etc.
- Once there is a valid team set-up (like above) select game mode and arena should appear.

- Selecting this option should show the following Screen



- Select game mode.

- The game mode would then load. Characters would then enter a tube and arrive in the arena from a portal.

Tournament mode

The tournament play would work like above however once selecting an arena and a game mode the player would then be asked to do the same for the second round. This would stack up to a maximum of 5 rounds.

Vehicles

Vehicles placed on the portal will behave in a slightly different way to normal. Instead of a vehicle being placed next to the player (as with normal play) the vehicles will arrive in a central area of the arena. This gives all other players ample opportunity to get into that vehicle. Vehicles in this mode are essentially pick-ups as they augment the player's manoeuvrability and should make scoring easier.
If a player's vehicle is destroyed it will rep-spawn back in the centre position and could then be taken by somebody else.
If a vehicle has an active driver then removing the vehicle from the toypad should NOT de-spawn the vehicle. This should prevent people trying to dismount you by just taking the tag off the toypad.

Characters and gateway interaction.

Once a game has started we need a set of rules in place to govern newly placed characters that are placed down. For example the player can place any characters down on the gateway AFTER they have assigned teams and started a game mode. We have no real way of knowing the players intent at this point so we need a simple set of rules to govern things accordingly.

Rule 1

If a team has all of their player controlled characters removed and there is no AI assigned to that team then the game must assume that the next character placed on the gateway will then be assigned to that team to make it whole again and a valid team set-up.

Rule 2

If all teams are valid (have characters assigned and are controlled) and a player places a new character on the portal then the character placed should (like a vehicle) spawn in the center of the arena and be available to tag to. The first person who tags to this character would swap places with them and essentially now control the new character.
This could of course mean that teams could steal characters from one another which would add to the fun of it all ☺.

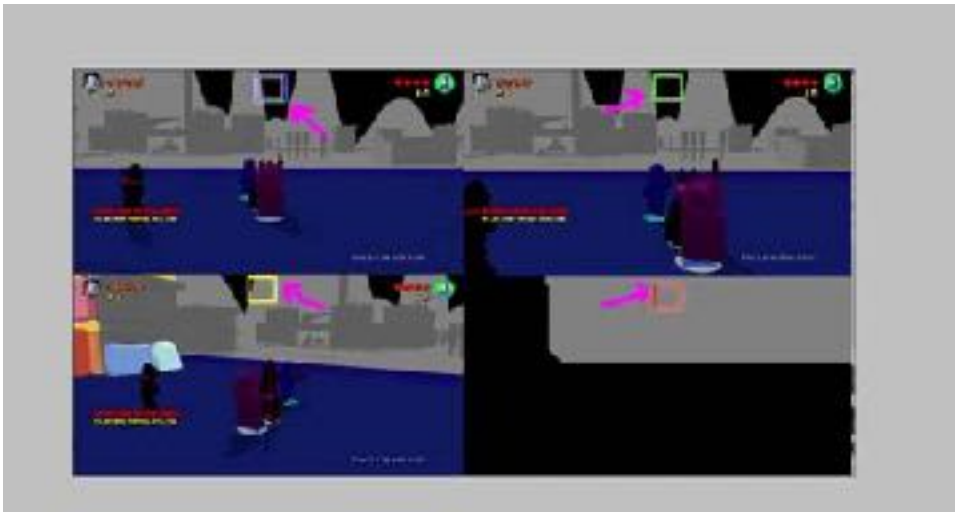
Common objects

Traps

Each arena will have an assortment of traps that can be triggered by any opponent and will affect the combat area. These will be thematic and arena specific but could be things like retractable bridges over death pits, Triggering lightning storms, meteor showers, a wave of death eaters!. Any deaths caused by the trap effects are attributed to the player who triggered it.
Triggers may be one shot per battle or repeatable depending on the situation and balancing. Traps and interactions will be objects that really call out that IP and each battle arena will have unique ones.

Pick-ups
Pick-up behaviour
Pick-ups should be little orbs that travel around the HUB using the AI network. They shouldn't be placed in one spot and should drift around making them an exciting prospect once spotted. Like in Mario Kart the pick-up ball should cycle through the pick-up effects denoted below. ONLY the super weapon is not a part of the array (that one should be its own type as it's very powerful).

The pick-up orb should move around a bit like the orbs in crack down 2. The should float leaving a small trail behind them. Clearly they shouldn't move as fast as a player character so they can be caught. Once the player has caught an item then the icon should appear in a slot top centre that's the same colour as that player.



The player can then select to trigger the effect by pressing the B button, The effect and be thrown away by pressing the back button.

Scale
All Opponents will shrink and you will grow bigger. Running over them (on foot) will crush and kill them. If in large mode and in a vehicle the vehicle will also scale up. This effect will last 20 seconds.

Float mode
Opponents will float up above the ground and lose control temporarily, this essentially makes them sitting ducks for attack as they cannot move. This lasts 5 seconds.

Speed up
Player possess super speed in their movement. Lasts 20 seconds.

Treacle feet.
Player induces treacle feet on all opponents. This essentially slows opponent moment down by 50% for 10 seconds.

BIG jump
The players jumping is now vastly improved allowing them to bound across arenas easier this Lasts 10 seconds.

Bubble bounce.
The player is in an impregnable bubble that will bounce around the arena (by the player pressing and holding jump) under their control. If the bubble lands on a character it will kill them.

Blur mode
Collecting this will blur the opponent's screens making it difficult for them to see what they are doing.

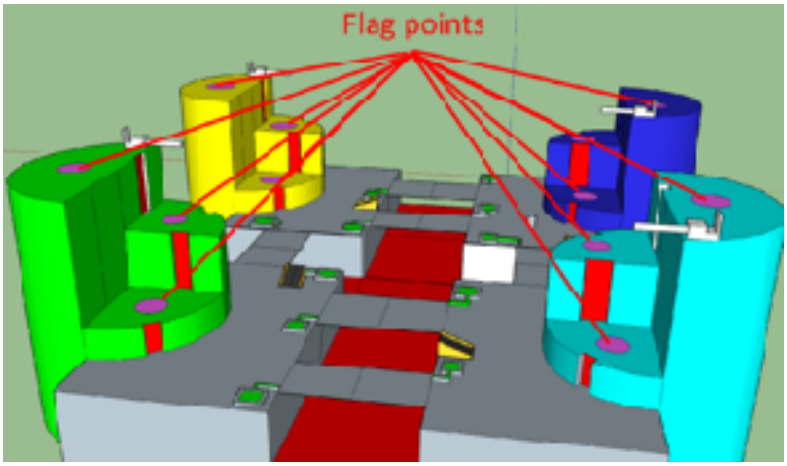
Super Weapon
Every arena should have a super weapon. In the case of adventure time this will be the dagger clouds.

Modes.

The following game modes will be available within the battle modes.

Flag mode

The Flag mode aspect of the game is one of the simpler aspects of the battle experience. The flag mode is a simple grab and retrieve exercise. In the diagram below there are 12 potential flag points where an opponent flag can sit.



The flag can be captured by simply walking into it, at this point it will draw over the players head. If the player is killed during holding the flag then it will drop on the floor. If left in this position and NOT picked back up the flag will eventually respawn back at one of the potential flag spawn points relevant to its color. A player can pick up multiple flags (including their own if dropped).
The longer a player retains an opposition flag the more points they earn, essentially as soon as you pick up a flag you start to earn VP (Victory Points), the VP will tick up as you are frantically dashing back to your home base. Dropping flags off at your home base will give the player a bonus amount of VP and that opponent flag will then de-spawn and appear back at its own base and the cycle continues.

Super weapon.

In the center of the arena is a large bomb. It starts in the middle and stationary. Each player starts the game at their base station. The base station has four forms of destruction and is made of LEGO if we can afford this (if not then we need to have the art deform).
The concept is that the other players need to drive into the bomb\punch the bomb\knock into the bomb and roll the bomb into the opposition base. If the bomb hits the base station it will take damage. Each station would have a health bar and reducing this to 0 will destroy the base and thus eliminate that team. The game play experience of bouncing the bomb around the arena should resemble that of rocket league slightly.

https://youtu.be/r4iT0yZEwk8?t=32

Bomb Tag

Each player starts this mode with a dedicated amount of lives. The concept with Bomb tag is that a player is picked at random at the start of the mode to be “It”. This means that player will have a giant bomb icon above their head with a counting down timer. Driving into\punching\bumping into an opposing player will pass the bomb onto them. Once the timer runs out the bomb will explode taking off a point. The player with the most lives when the timer runs out OR the last man standing is the winner.

Objective Mode

Players start in the 4 player arena. Each player receives an objective different to the other. This is displayed on-screen as the mode starts. Completing the objective awards that player a victory point. The player with the highest number of completed objectives is the winner.

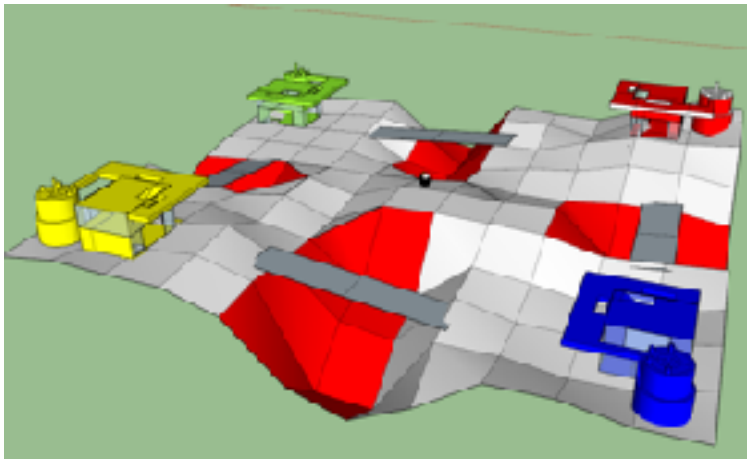
- Goons: Find and kill the goons with the (insert players color) jumper.
- Collect X Amount of studs: Collect studs
- Destroy the Object: Seek out a certain object hidden in the arena and destroy it.
- Seek and destroy: Seek out a specific goon who is running around an area of the arena.
- Vortex: A swirling vortex spawns in and will moves around the arena attempting to suck the player in. Once the player is sucked in they die. The player must do all they can to avoid it.

As all players are in the same arena and completing potentially different tasks they can all interrupt or in some way delay their opposing team by killing the objective they are looking for (in this case it would then spawn somewhere else). This would mean the player would then need to seek out the thing they were after all over again.

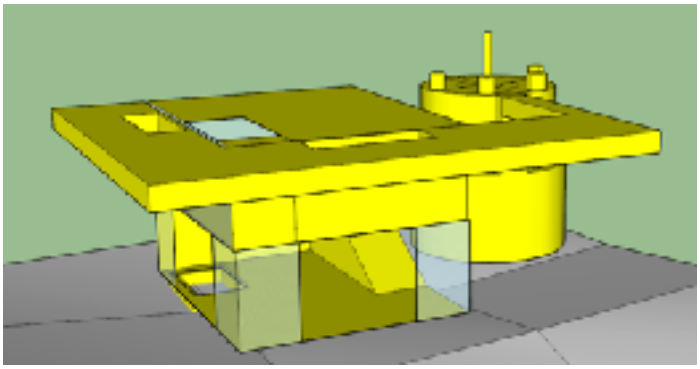
Being eliminated

If in any of the modes described above the player is eliminated they should still be able to use the traps and gadgets around the arena. They should be semitransparent and invulnerable to attack. Their aim is just to become a hazard to the opposing player, perhaps even to the player who knocked them out☺. There should be no downtime in play for an eliminated player. There should always be staff to do.

First battle arena

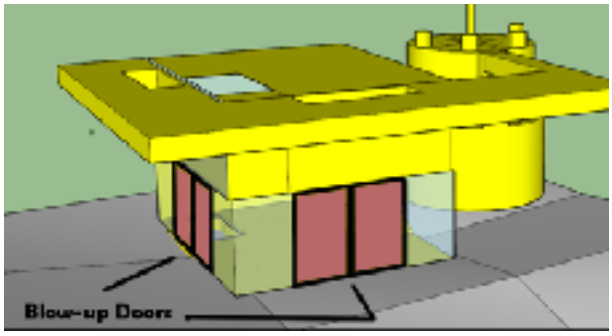


The First Battle arena is JUST to test out the game modes. As can be seen from the image above there are four bases placed on the four corners of the arena. In the centre of the arena there will be a flat podium which can contain the bomb for Super weapon mode.
The base lay-outs are as follows.
Below is the rough shape of the base. Each base has the same features when built. Until these features are built they will not exist. They will instead be build it's on the ground nearby.



Here are a list of build-its and their behaviour.

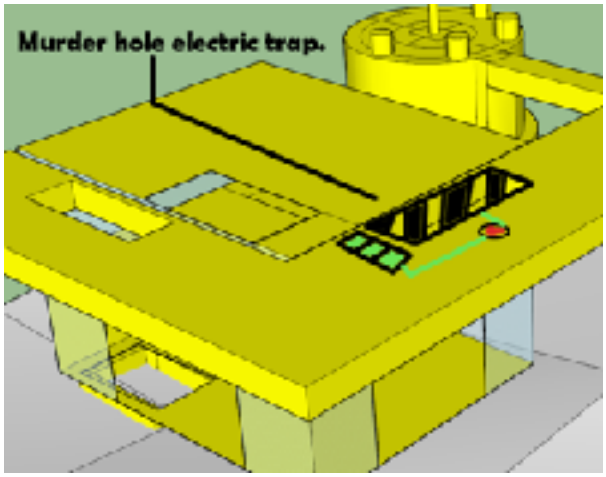
Automatic Blow-up doors



Once built these doors will prevent access to the interior of the base. They can be punched but will take much longer to destroy then a normal incidental blow-up. This will give the defending player more chance to defend. Once the blow-up doors are destroyed they will despawn and the build it parts will respawn after X amount of time.
The doors will only open and shut for characters that own that base.

Murder holes.

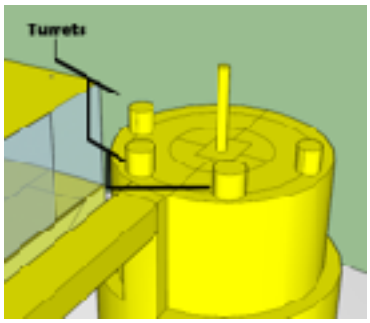
Above all doors will be murder holes that can be used to help defend the doors.



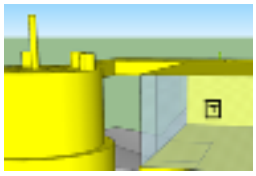
A small power panel linked to a pressure pad switch controls an arch generator above the doors. When activated it will discharge electricity which will harm any player below. Once it's used it will lose its charge and take X seconds to charge back up again so it cannot be spammed. Each Murder hole would contain one of these.

Turrets

Atop the tower structure near the flag should be Turrets



These turrets can be manned however they are normally automatic. They will shoot beams of energy that will ground flying characters if hit. If grounded the character or vehicle will be unable to fly for X amount of seconds. These turrets are the best defence against flying creatures or vehicles. They are powered however by a switch inside the main base. (Seen below)



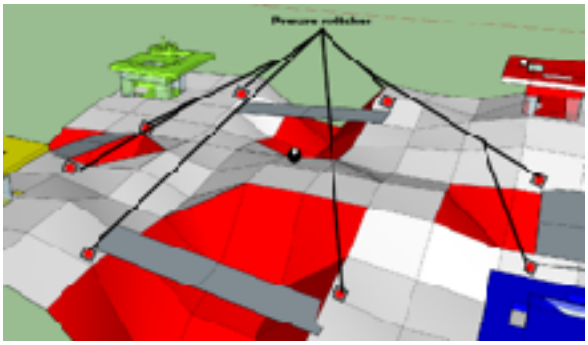
If the switch is pulled the turrets will power down and remain that way for X seconds. This can be a way for an enemy to render the player vulnerable to attack from the air.

Underground entrance

Each base should have an underground entrance\exit to give the defending players two places to defend against. Possibly even multiple entrances. Each of these entrances should have a variety of traps within them that can be triggered from inside the base.

Trap bridges

Bridging a chasm of lava is a large retractable bridge. At both ends is a pressure pad that will retract the bridge and make anyone stood on it call into the lava.

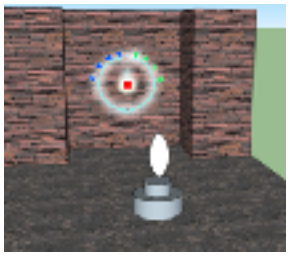


New Portal Mechanics

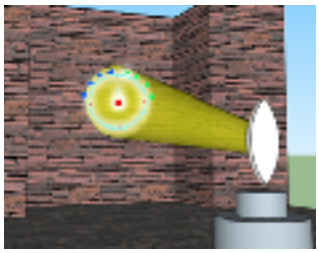
<u>Keystone Runes</u>

Around the worlds of The New Ghostbusters, Fantastic Beast and LEGO Batman The Movie strange anomalies can be found. Strange runes have appeared in locations without warning, they seem to hum with an unknown power. These runes are actually extensions of Lord V, anchor points that he has spread around dimensions just in case he is in some way defeated or entombed. Each time one of these runes are used the user is unknowingly strengthening and

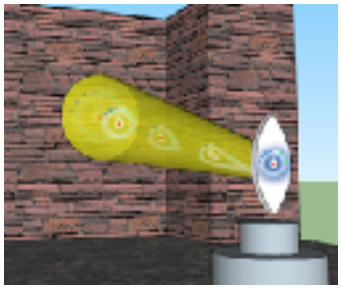
building a link from that dimension to wherever Lord V is. These runes manifest themselves as anything from carvings to graffiti whatever seems relevant to the dimension they appear in. They call unsuspecting heroes to them and grant them powers beyond imagining, little do the heroes know that they are in fact dooming their dimension to Lord V's evil plans.
To activate a rune the player must use an empty keystone station. The keystone stations are structures the player should be used to and structures that lord V has already littered the entire multiverse with. The difference now of course is that the player does not own that keystone stone (like shift etc.) as it's not attached to their portal, the keystones in these levels are blank. Punching the keystone will activate the blank
(Blank Pops up from the Keystone Selector)



One the blank is active it has a beam that when shone on the right rune will absorb the rune into itself and create a keystone. The player will take control of the beam once the stone is punched.



Moving this beam over the rune will absorb it into the keystone and thus give the player that power.



The player is now essentially using an extension of Lord V's powers themselves. These stones unlike the keystones are one use only and will self-destruct once their purpose is met. They will be sucked into a vortex and out of existence whilst in the distance a laugh of Lord V can be heard…..

New Portal mechanics.

Rip

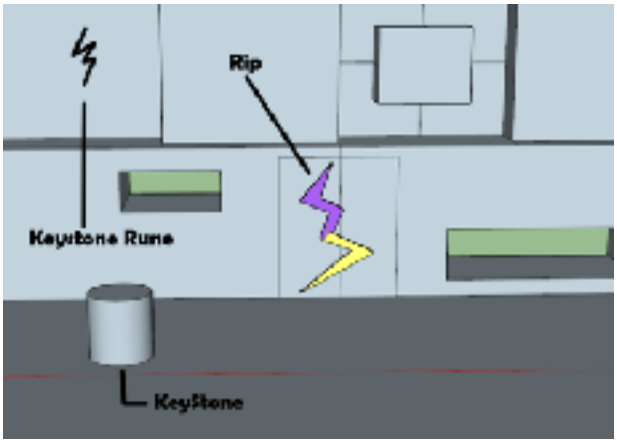
Rip is a new portal mechanic that will be introduced during the Ghostbusters story pack and used throughout the game from there on in. The concept of the mechanic is that due to the constant meddling of dimensions the lines that separate parallel dimensions have become weak. This has in short led to parallel Dimensions leaking into one another. A large Rip has opened up in world A to worlds A1,A2. A1 and A2 look much like A but with new puzzle elements in there that once solved can potentially place things into A that could progress a level. The player can pass between worlds A, A1, A2 by using the gateway and placing characters on the correct side. When a character moves through a rip into a parallel world they will only land on a small cross section much like the hub worlds are ripped from the main body of that world. In short they will land on an island of geometry that looks much like the place

there were at before. The island would be surrounded by swirling energy essentially blocking the player into that small space.

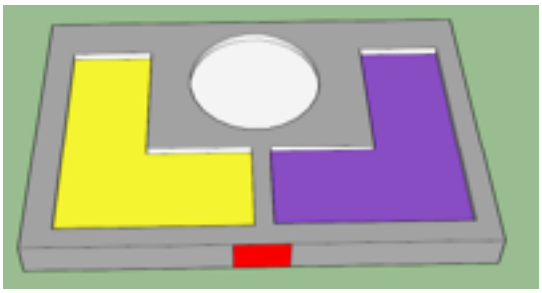
Completing puzzles and defeating the odd shadow (goons that exist between worlds) the player can move items from worlds A1 or A2 back into A and perhaps find a work around to a blocker or complete a displaced technological gadget. Below is an example of a game-play use.

Game-flow.

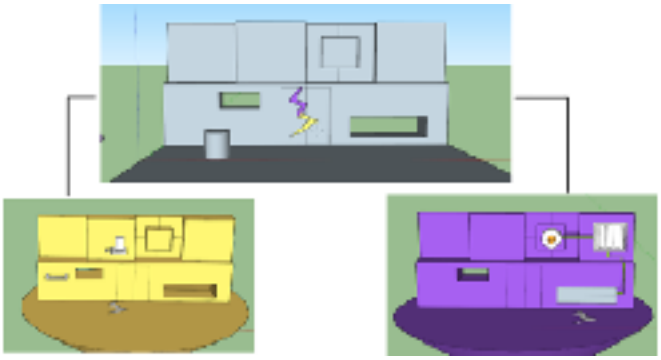
The player nears a doorway, suddenly sparks and flashes occur and the screen shakes. A Rip appears in front of the door, it pulses with two colours (Yellow and Purple). The energy of the rift is so great that the very space behind it is distorted and unpassable.



Using the Keystone the player must obtain the Rip power highlighting the Keystone Rune which in turn will activate the gateway into Rip mode. When the gateway is in rip mode the right side of the portal will glow purple, the middle will glow white and the left will glow yellow.



Stamping characters on these now glowing sides will transport them through the rip and into the parallel version of this world that corresponds to that colour.



Inside each parallel world are puzzles that when solved will emit objects through a white rip back into the original world. So for example the player enters the yellow rip, jumps on a ledge grab up to a higher spot and pulls down a cylinder which falls through the white rip and into the original world.

Player two could however choose to go to the purple rip, pull on a grapple spot to open a grated area, this uncovers a power unit powering a shutter at floor level. Destroying the power unit unlocks the shutter and objects fall out and into the white rip below transporting them back to the original world.

Once both rip puzzles are completed the dimensional balance is restored and the rips close bringing both players back to the original world. The player now has some new objects in the original world that they can use to progress.

Ghostbusters Story Pack

CUT-SCENE

Truncated Intro tells story of Erin and GB's and ends with her first "job" player takes control of Abbey and heads to the Ghost happenings that have recently been reported.

Section 1

Explore museum foyer. Use PK meter to discover hidden LEGO build-its

Section 2

Museum parlour. Find and fight Gertrude Aldridge Ghost boss. Ghost escapes in the end.

CUT-SCENE

Regroup outside the mansion all thrilled that they saw a ghost…decide to go into business. Abby boldly claims they can get more funding for this from Higgins. Cut to a 'good news/bad news' scene outside Higgins where Abby explains that they've been kicked out of Higgins, but that she's set up some viewings for potential new labs with an estate agent… who is right over there, waving. Holtzman says she'll leave the lab-hunting to Abby, while she and Erin (volunteered for the job) will clear out the lab equipment from Higgins before the dean gets wise. *(Removing Holtzman and Erin from the hub gameplay)*

Hub to level 2 (part 1)

Player begins outside Higgins with the estate agent standing nearby, set up as a quest giver. The player talks to him to commence the lab-viewing mission. Check out locations around the hub for a HQ. Talk to estate agent at each location. Always a reason why it won't work as HQ (too expensive etc. funny reasons, locations would be cool. One location is original GB firehouse). Once the location is disregarded a new location marker on map to go check out. End up at Old Zhu's Restaurant.

CUT-SCENE (Hub Midtro)

Abby and estate agent look up at Old Zhu's from outside, Abby saying she has a good feeling about this place (licking her lips). Cut to inside, where Erin and Holtzman have reappeared and are looking around in the background, nodding approvingly. Abby shakes hands with the estate agent (they'll take it!), and he exits. Erin mentions it'll take some work to turn this into a lab; Holtzman replies that they'd better get cracking then!

Hub to level 2 (cont'd)

Cut-scene ends with a view of the empty restaurant interior, with non-playable quest character versions of Erin and Holtzman standing around, then the instructions for the GB 2016 gateway appear. Build the gateway here. Once the manual is complete, the same interior is now fully kitted out with equipment (LEGO props). (The player cannot cancel out of this – if they close the manual, the game will assume the gateway has been built). After a couple of seconds to admire the player's handiwork, being in the room will cut to the level (if they start Level 2 and return to the hub, they can retrigger the level by entering the interior again).

Level 2 – Ghostbustin!

Cut-scene

Group interviews Kevin for the receptionist job and hire him. We meet Patty and she tells us about the subway ghost and there is a small flashback section to introduce Rowan as per film. Group head to the subway to investigate Patty's claims.

Section 1-

Boss fight against Subway Ghost while trains wiz by. Can absorb power from third rail to really boost the proton pack. Can actually hold the ghost in place doing this.

Cut-scene

They build a trap based on their discoveries in the subway and then head out on another job which gets called in. This one is in a haunted theatre.

Section 2 –

Auditorium Boss Fight against Theatre Ghost.

Cut-scene

The GBs confirm capturing the theatre ghost and return to HQ to celebrate (much dancing). The phone begins to ring off the hook with reports of ghosts around the city (Kevin comically flustered as he is rubbish). Fired up, the GBs head out to solve the issues. There are that many reports that they decide to split up to tackle them all more efficiently – brandishing walkie-talkies, they agree to radio in if they need any help. *(Removing Holtzman, Erin and Patty from hub gameplay)*

Hub to level 3

Have to catch all the ghosts – 2 rounds of ghosts in locations that, when combined with the subway and theatre, create a leyline cross through the Mercado (unknown to the team yet). When all ghosts caught, Erin announces in-game (over the radio) that she sees a pattern forming and that they should return to the HQ. Back to HQ.

Level 3 - Mercado Building Interior

Cut-scene

The GBs have reassembled in HQ. Erin examines maps and confirms her theory that the ghost findings have created leylines which cross at the Mercado building, and declares it to be the centre of the activity. Ghostbusters, go! Holtzman playfully declares that the last one there's a Class-4 Possession with Temporal Displacement, and she, Erin and Patty bolt out the door leaving Abby to follow. Abby calls after them in an 'above-this' tone that she'll probably just take the car, jangling the keys. ***(Removing Holtzman, Erin and Patty from hub gameplay)***

Group arrive at Mercado (the others comment on Abby being the 'loser' of the 'race') and are in pursuit of Rowen.

Section 1 - Lobby and hallways, fighting ghosts.

Section 2 - Basement. Ghosts attack from mirror. Boss fight with Rowen.

Cut-scene

Secret service show up and we see that it's clearly a cover. The GB are told to keep quiet about stuff whilst ghostly activities run riot around the city. Abby and Erin have a brief version of their spat in the film (Erin frustrated that they're a laughing stock), and Erin storms off. Holtzman suggests that the remaining GBs go drown their sorrows in takeout. Patty's on board, but Abby mentions that she's not hungry and that she'll meet them back at the HQ. *(Removing Erin, Holtzman and Patty from hub gameplay)*

Hub to level 4

Start outside the Mercado. Back to HQ. Entering the doorway triggers the level.

Level 4 – City fight.

Cut scene

Abby enters the HQ alone. Rowen isn't dead and attempts to possess Abbey in the toilet in HQ. Patty and Holtzman arrive (returning with takeout) just in time and fight the possessed Abby, She is subdued by Patty and the ghost of Rowen then goes into Kevin who seems to have just arrived on scene, possessed Kevin now escapes to the Mercado building. The mirrors are activated along with the cool generator… Chaos ensues!

The ghostbusters head out.

Section 1 –

Fight ghosts and Slimer.

Section 2 –

Fight Balloon Ghosts from Macy Parade, ending with balloon Marshmallow Man boss fight. Erin returns to the fray during the fight as per the film.

Cut-scene

There's still a source emitting from Times Square Mercado Building – They need to get there QUICK – it's obviously why it's all kicking off and they need to shut it down. The group charge forwards, but Abby (at the back of the group) is cut off by a ghost swooshing past her face. Her head is turned and she sees a number of civilians being hassled by ghosts – with a determined look she readies herself to take them down solo. *(Removing Erin, Holtzman and Patty from hub gameplay)*

Hub to level 5

Post-cut scene, a number of citizens (3) can be seen nearby being harassed. Catch all the offending ghosts to save the citizens, at which point possessed Kevin will appear on the Mercado entrance, enjoying the trouble he's causing. Head towards Times Square. (If we can afford it, non-playable version of Erin, Holtzman and Patty (quest characters) should be standing in front of the Mercado looking up – level would trigger before player can get close to them).

Level 5 - Times Square

Cut-scene

Show the secret service rolling in the MASSIVE proton cannon and Kevin/Rowen stop them and make them dance from the ledge he is stood on. HILARITY ENSUES!

Kevin/Rowan then see's the GGB's nearing in the distance – camera goes over to them as they are following the energy emitted from the Mercado building. They're by the 1920s Macy's Day parade as the floats all turn on them!

Section 1 –

Times Square present day - fight ghosts.

Section 2 –

Times Square transformed to 1970's - fight 1970's ghosts.

Cut-scene

The fight starts to wind down, the GBs clearly winning – they zap the odd attacker, but the majority of the remaining ghosts start to retreat towards the Mercado, still blocking the route forward for the GBs. Rowan still stood on a ledge of the building watching the whole thing. He heads inside, leaving his last line of 70s ghosts to stop the GBs. Patty throws a proton grenade into the line, clearing a gap in the line and creating a route to the building. The GBs take the opportunity to run through, but Abby lags behind (stopping to zap ghosts who are aiming for her pals) and the gap in the line of ghosts closes again before she can enter the Mercado with the others. She is left to clear the final swarm solo. *(Removing Erin, Holtzman and Patty from hub gameplay)*

Hub to level 6

The player must remove a final swarm of ghosts blocking the entrance to the Mercado, then enter the building.

Level 6 - Exterior of Mercado Building

Cut-scene

Abby enters the Mercado Building, catching up to the other Ghostbusters, who are then greeted by Kevin/Rowan at the top of the stairs– a giant portal takes up the lobby. They convince Rowen to leave Kevin's body which results in his turning in to the sheet ghost form and chases the GGBs out of the building, whilst becoming huge in size. The GGBs realise they've lost him and need to get BACK to the Mercado and overload the portal whilst they have a chance.

Section 1 –

Make way down the streets. Rowan Ghost can be seen in the background, down side streets, looking for the player.

Section 2 –

Final fight against Rowan – Ai ghostbusters are focussing on zapping the Portal. After a battle, Slimer reappears

Use the proton beam focused on Ecto to explode canisters on its roof to reverse the rotation of the portal

Cut-scene

Rowan is holding on as to not get dragged in to the portal. Erin taunts Kevin in to running at her – using a cable to keep her safe. Similar to the film, the cable is snagged and he jumps in anyway.

Abby jumps in after her and the Portal closes. A second later it re-opens to spit them out.

The day is saved.